1.(Currently Amended) A novelty bank assembly, comprising:

a bank structure that defines an internal money compartment;

an access door disposed in said bank structure for selectively accessing said money compartment;

at least one money port disposed in said bank structure for passing money into said ~~at least one~~ money ~~port~~ compartment;

a first sensor for sensing when money is added to said money compartment through said at least one money port;

a second sensor for sensing when said access door is opened; and

a character coupled to said bank structure, wherein said character ~~is~~ moves through a first animated sequence when said first sensor detects that ~~when~~ money is being passed into said at least one money port and ~~when~~ wherein said character moves through a second animated sequence when said second sensor detects that said access door is opened.

2. (Currently Amended) The assembly according to Claim ~~1~~ 21, further including a speaker for broadcasting a selected audio message when said character is animated, wherein said selected audio message depends upon whether said character is moving through said first animated sequence or said second animated sequence.

3.(Currently Amended) The assembly according to Claim ~~1~~ 2, wherein said selected audio message is selected from ~~further including a memory containing~~ a plurality of audio ~~messages~~ message types, wherein ~~one~~ said audio message types include message types for when said money chamber is in said full condition and message types for when said money chamber is in said empty condition ~~is selected from said memory and audibly broadcast each time said character is animated~~.

4. (Currently Amended) The assembly according to Claim 3, further including a microphone for recording custom audio messages into said memory, wherein said custom audio messages

become part of said plurality of audio ~~messages~~ types.

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19.(Cancelled)

20. (Cancelled)

21. (New) The assembly according to Claim 1, further including a microprocessor for determining if said money compartment is in a full condition, where more than a predetermined amount of money is present within said money chamber, or an empty condition, where less than a predetermined amount of money is present within said money compartment.

22.(New) A novelty bank assembly, comprising:

a bank structure that defines an internal money compartment;

an access door disposed in said bank structure for selectively accessing said money compartment;

at least one money port disposed in said bank structure for passing money into said money compartment;

a first sensor for sensing when money is added to said money compartment through said at least one money port;

a second sensor for sensing when said access door is opened;

a microprocessor for determining if said money compartment is in a full condition, where more than a predetermined amount of money is present within said money chamber, or an empty condition, where less than a predetermined amount of money is present within said money compartment.

a character coupled to said bank structure, wherein said character moves through a first animated sequences when said first sensor detects that money is being passed into said at least one money port and wherein said character moves through a second animated sequence when said second sensor detects that said access door is opened;

a speaker for broadcasting different audio messages during said first animated sequence and said second animated sequence, wherein content of said audio messages are

dependent upon whether said money compartment is in said full condition or empty condition.

23. (New) A novelty bank assembly, comprising:

a pedestal base having an internal money compartment that is accessible by both a coin slot and a coin removal door;

a first sensor for sensing when money is past through said coin slot;

a second sensor for sensing when said access door is opened;

a microprocessor that determines whether more than a predetermined amount of money is present in said money compartment, therein providing a determination if said money compartment is in a full condition or empty condition;

a speaker for broadcasting audio messages of different message type, wherein said message types depend upon whether said money compartment is in said full condition or said empty condition and whether said first sensor or said second sensor is activated;

a character positioned atop said pedestal base, wherein said character moves through an animated sequence when said first sensor and said second sensor are activated.